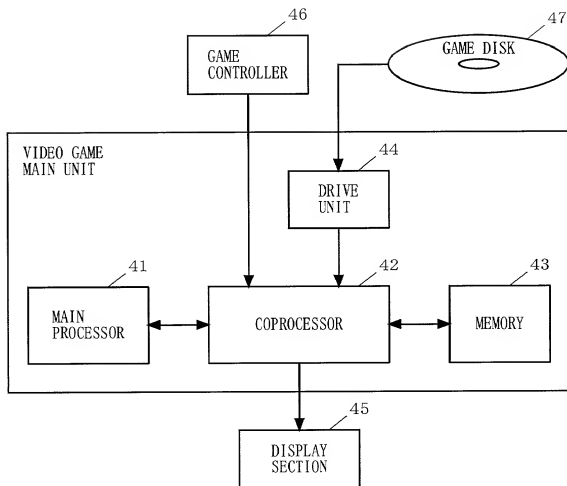


FIG. 1



F I G . 2

MEMORY MAP OF MEMORY 43

PROGRAM AREA
REGULAR OCTAHEDRON DATA STORAGE AREA
CALCULATION BUFFER
POLYGON DATA AREA
FRAME BUFFER
OTHERS

F I G . 3

MEMORY MAP OF GAME DISK 47

MAIN PROGRAM AREA
REGULAR OCTAHEDRON PROCESSING PROGRAM AREA
OTHER PROGRAMS AREA
IMAGE DATA (E.G. , POLYGONS, TEXTURES) AREA
SOUND DATA AREA
OTHERS

09986654.022702

FIG. 4A

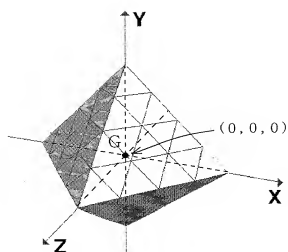
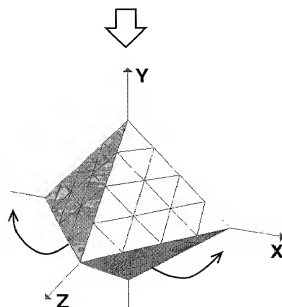
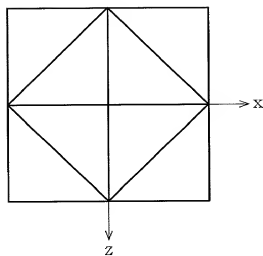


FIG. 4B



0986664.022702

0903654 = 02707



0903654 = 02707

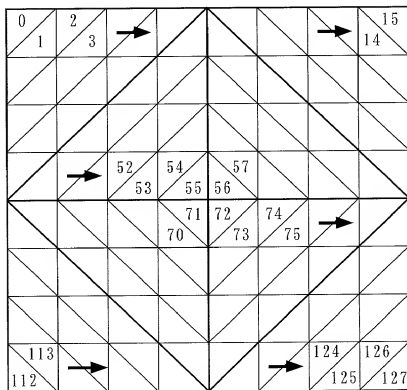


FIG. 6A

0
1
2
3
4
5
6

↓

1 2 1
1 2 2
1 2 3
1 2 4
1 2 5
1 2 6
1 2 7

FIG. 6B

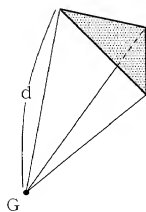


FIG. 7

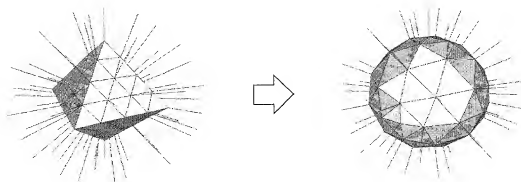
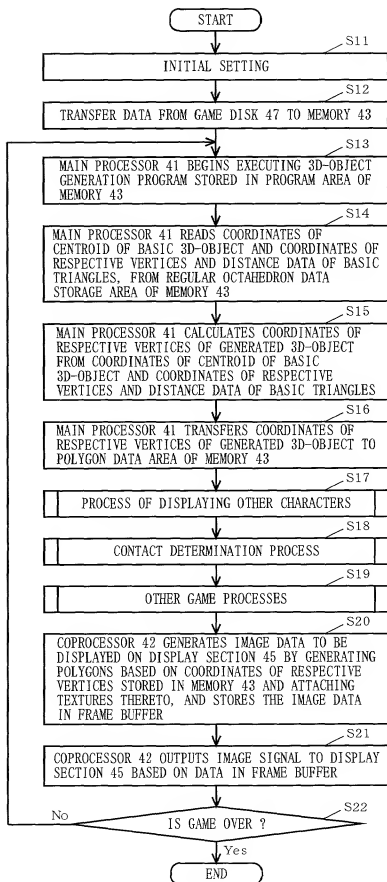


FIG. 8



09986634 022702 207220*45998660

FIG. 9

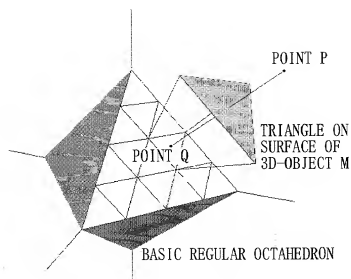


FIG. 10

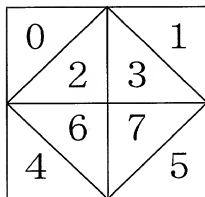


FIG. 11

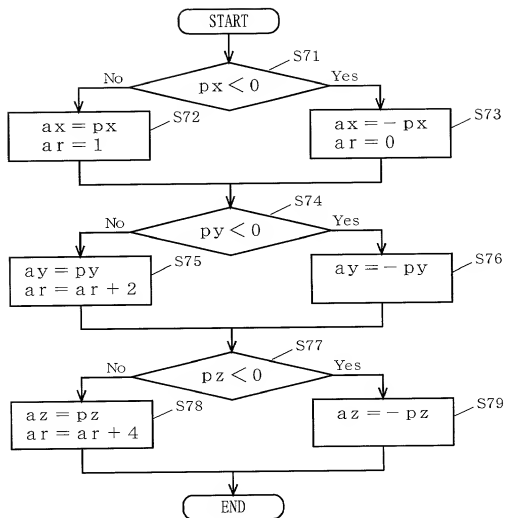


FIG. 12

AREA	0	1	2	3	4	5	6	7
m s	0	15	55	56	112	127	71	72
v x	16	16	-2	2	-16	-16	-2	2
v z	2	-2	-16	-16	2	-2	16	16
v y	1	-1	-1	1	1	-1	-1	1

FIG. 13

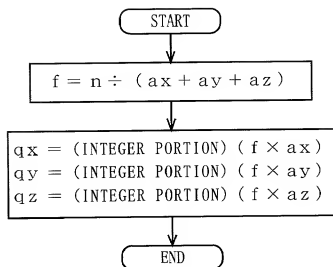
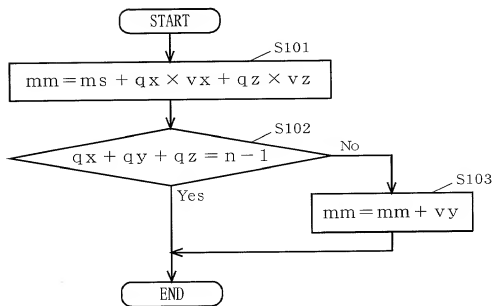


FIG. 14



202204598860